

OLYMPIC SUMMER GAMES



Atlanta 1996

**ALSO AVAILABLE FOR
YOUR SEGA SATURN
FROM U.S. GOLD SPORTS!**



Welcome to the most spectacular sporting event of the decade — The 1996 Atlanta Centennial Olympic Games! Compete against your friends and the world in 15 intensely competitive events. Incredible 3D graphics and motion-capture technology bring each athlete to life in a dramatic television-style presentation. With the world watching, you'll run faster, jump higher and be stronger than ever before.

U.S. Gold Sports and Edios Interactive are trademarks of Edios Pte. ©1996 Edios Pte.
Sega is a registered trademark of SEGA. This game is licensed for use with the Sega Saturn system only. Security Program: © SEGA 1994. All Rights reserved.
Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.
©1995 SEGA, P.O. Box 8897, Redwood City, CA 94063. Made and printed in the U.S.A. All rights reserved.

SEGA™



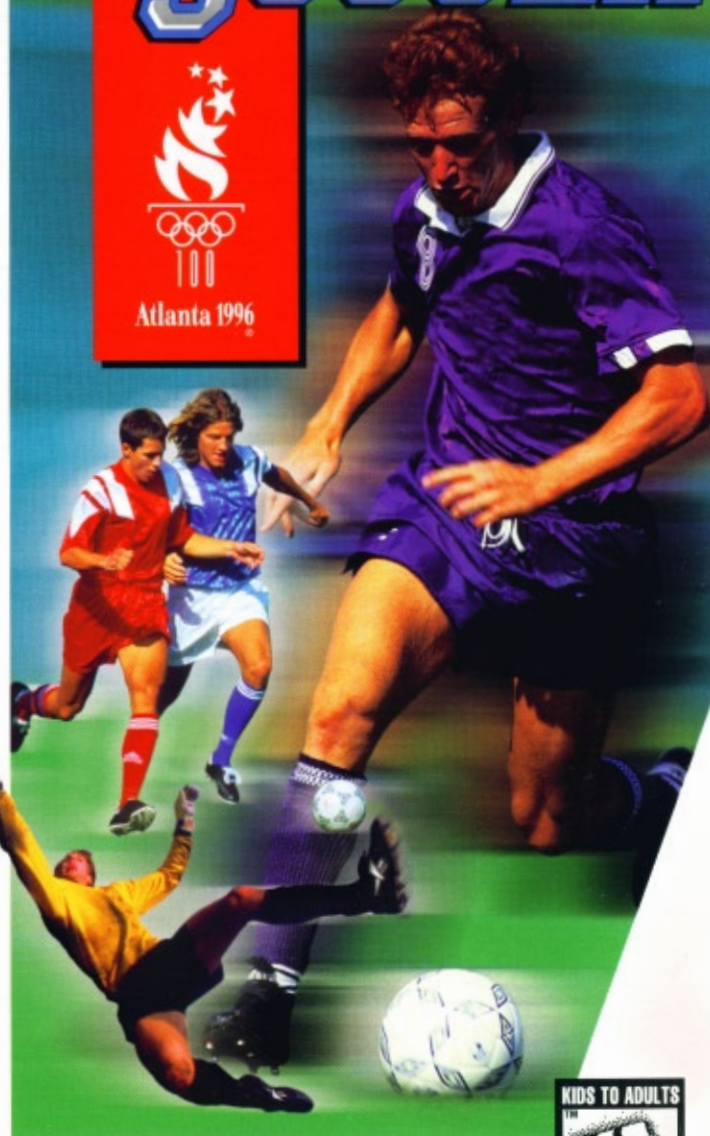
SEGA SATURN™

T-7904H

OLYMPIC SOCCER



Atlanta 1996



LICENSED BY SEGA ENTERPRISES, LTD.
FOR PLAY ON THE SEGA SATURN™ SYSTEM.



WARNING: READ BEFORE USING YOUR SEGA SATURN

A very small percentage of individuals may experience epileptic seizures when exposed to certain light patterns of flashing lights. Exposure to certain patterns or backgrounds on a television screen or while playing video games may induce an epileptic seizure in these individuals. Certain conditions may induce undetected epileptic symptoms even in persons who have no history of prior seizures or epilepsy. If you, or anyone in your family, has an epileptic condition, consult your physician prior to playing. If you experience any of the following symptoms while playing a video game — dizziness, altered vision, eye or muscle twitches, disorientation, loss of awareness, any involuntary movement or convulsions — IMMEDIATELY discontinue use and consult your physician before resuming play.

PROJECTION TELEVISION WARNING

Still pictures or images may cause permanent picture-tube damage or mark the phosphor of the CRT. Avoid repeated or extended use of video games on large-screen projection televisions.

SEGA SATURN VIDEO GAME USE

This CD-ROM can only be used with the Sega Saturn. Do not attempt to play this CD-ROM on any other CD player; doing so may damage the headphones and speakers.

This game is licensed by Sega for home play on the Sega Saturn only. Unauthorized copying, reproduction, rental, public performance or broadcast of this game is a violation of applicable laws.

The characters and events portrayed in this game are purely fictional. Any similarity to other persons, living or dead, is purely coincidental.

HANDLING YOUR COMPACT DISC

- The compact disc is intended for use exclusively on the Sega Saturn.
- Avoid bending the disc. Do not touch, smudge or scratch its surface.
- Do not leave the disc in direct sunlight or near a radiator or other source of heat.
- Always store the disc in its protective case.



This official seal is your assurance that this product meets the highest quality standards of SEGA™. Buy games and accessories with this seal to be sure that they are compatible with the SEGA™ SATURN™ System.

CONTENTS

Setting Up	2
Controls	3
In Possession	4
After Touch	4
Winning the Ball	4
Receiving A Long Pass	5
Set-Pieces	5
The Olympic Enigma	6
Language Selection	8
Main Menu	8
Arcade	8
Olympic	9
Countries	9
Tables	9
League	10
Exhibition	10
Load	10
Demo	10
Saving Your Game	11
Starting Your Game	11
Options	11
Option Wheels	12
Sound	13
Rules	13
Game	14
Team Attributes	15
Condition	16
In-Game Options	16
Full-Time	18
Credits	19



STARTING UP

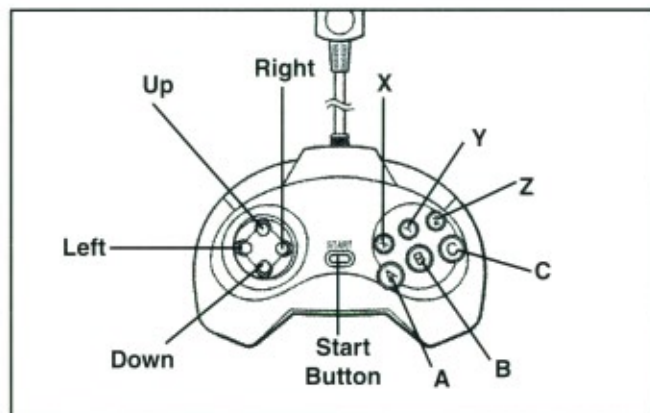
1. Set up your Sega Saturn system as described in its instruction manual. Plug in Control Pad 1.
2. Place the Olympic Soccer disc, label side up, in the well of the CD tray and close the lid.
3. Turn on the TV or monitor and the Sega Saturn™. The Sega Saturn™ logo appears on screen. (If nothing happens, turn the system off and make sure it is set up correctly before turning it on again.)
4. If you wish to stop the game in progress or the game ends, press the Reset Button on the Sega Saturn console to display the on-screen Control Panel.



Important: Your Sega Saturn™ CD contains a security code that allows the disc to be read. Be sure to keep the disc clean and handle it carefully. If your Sega Saturn™ system has trouble reading the disc, remove the disc and wipe it carefully, starting from the center of the disc and wiping straight out toward the edge.



CONTROLS



Use the Directional Pad to control your selected player's movement, with or without the ball.

Note: Control is perceived from your perspective, not the player on the pitch. For example, if the player is facing towards the left of your screen, by moving the Directional Pad UP he will move to his right (towards the top of your screen). The following directional references relate to a player facing towards the top of your screen (ie. the same as you) and must therefore be modified to suit the current posture of your selected player. This may sound complicated but in practice you will find it is the most natural and easy-to-use control method.



IN POSSESSION

Shoot: A (hold to increase power).

Pass: 1. Tap A to pass to your nearest teammate (in the direction you are facing).

2. Tap B twice to play a give and go with your nearest teammate.

3. Tap B and then tap C to receive a chipped return pass from a give and go.

4. Press and hold B to hit a long pass to your furthest teammate (in the direction you are facing), who will receive the ball at chest height (see *Receiving a Long Pass*).

Chip: C (hold to increase power).

Kick: Tap Y as the player receives the ball in the air

Back heel: Left Shift

Cross*: Right Shift

* To use this special move you must be situated in a suitable crossing position on the wing.

AFTER TOUCH

From a shot (A) or chip (C) you can apply After Touch using the Directional Pad;

Ball swerve: LEFT/RIGHT

Chip (backspin): DOWN

Dip (topspin): UP

WINNING THE BALL

Sprint: Repeatedly tap A.

Slide tackle: B

Diving header: C* (when the ball is between knee and head height).

Header: C* (when the ball is above head height).

Bicycle kick: Y* (when the ball is above head height).

* Hold to increase power.

Note: You can use the Directional Pad to direct headers and bicycle kicks, subject to simulated natural body movement. If you do not press one of the Directional pad, you will head/kick the ball in the direction you are facing.

RECEIVING A LONG PASS

When a player has been assigned to receive a long pass, button A assumes a new 'chest control' function;

1. Tap A to trap the ball.
2. Press A (hold to increase power) and move the Directional Pad to play a lay-off.
3. Press A (hold to increase power) without moving the Directional Pad to chest the ball into the air (ie. set yourself up for a header or bicycle kick).

SET-PIECES

Corner kick/Goal kick/Free kick: Position the crosshair using the Directional Pad to nominate your target and then all controls remain the same as in open play.

Penalty kick: A target ball sweeps across the goal mouth from side to side. When it reaches the point you wish to aim at, press B to strike the ball.

Note: Your goalkeeper is computer-controlled except when you receive a back pass and he assumes the control of an outfield player, or when you defend a penalty and you must move the Directional Pad LEFT/RIGHT to dive for the ball.

Throw-in: Position the crosshair and tap B to throw the ball to your teammate's feet, or press and hold B to throw the ball at head height.



THE OLYMPIC ENIGMA

Soccer has always endured an enigmatic relationship with the Olympic Games. According to most fans and pundits, the Olympic soccer tournament lacks the prestige associated with other events.

This has emerged from the conflict between the modern era of professionalism in soccer and the traditional amateur status of the Olympic Games. However, in recent years the move towards universal professionalism has helped reunite the world of sport, and this is reflected in the new eligibility rules introduced for the 1996 Olympic competition.

From 1900 to 1928, the Olympic Games produced the first eight recognized world soccer champions, until FIFA declared that a separate global tournament should determine this honor. Uruguay, the reigning Olympic gold medallists, played host to the inaugural World Cup in 1930, condemning the Olympic competition as the domain of amateur teams.

Profiting from this status, Eastern European nations dominated the post-war period, fielding full-strength sides under the approved notion that none of their state-supported players were professional. Hungary proved the most successful, winning three Gold medals plus a Silver and a Bronze from 1952-1972.

The Eighties saw more revered soccer nations claim honors, as the eligibility rules gradually relaxed to admit young professional players.

At the 1996 tournament in Atlanta, the only competitor restrictions apply to age. With the exception of three team members, each international squad must be comprised of players under the age of 23. Many countries regard this contest as an invaluable opportunity to give their national Under 21 teams competitive experience.

One notable exception will be Great Britain, who have not entered a team for many years. This stems from fear among the governing bodies of England, Scotland, Wales and Northern Ireland that if a unified side played in the Olympic Games, FIFA would apply similar constraints to the World Cup and other international competitions, where each home nation currently enjoys the luxury of individual teams (and votes).

The Olympic tournament will be contested from July 20th to August 3rd between 16 nations, as determined by regional qualification competitions. A league system of four groups will decide the preliminary rounds, to be played at four venues across the USA: Florida Citrus Bowl; Legion Field in Birmingham, Alabama; Miami's Orange Bowl; and RFK Memorial Stadium in Washington DC.

From each group, the top two teams qualify for the knockout stage: single-elimination matches at Sanford Stadium in Athens, Georgia.

Olympic Football Champions 1900 - 1992

1900	Great Britain	1952	Hungary
1904	Canada	1956	Soviet Union
1906	Denmark	1960	Yugoslavia
1908	Great Britain	1964	Hungary
1912	Great Britain	1968	Hungary
1920	Belgium	1972	Poland
1924	Uruguay	1976	East Germany
1928	Uruguay	1980	Czechoslovakia
1932	None	1984	France
1936	Italy	1988	Soviet Union
1948	Sweden	1992	Spain

NOTE: Soccer was not a medal sport in 1932 at Los Angeles.



LANGUAGE SELECTION

Move the Directional buttons LEFT/RIGHT and press C, B or A to select English, German, French, Spanish or Italian on-screen text.

MAIN MENU



ARCADE



This is an arcade-style 64-team knockout contest, played over six rounds (including the Final). Scroll through the list of available teams, highlight the team you wish to control and press C, B or A to select (your choice will be flagged on-screen).

When you have finished, highlight Start and press C, B or A to continue.

Note: You can only enter one team into the Arcade competition, although 2 players can join forces against the computer.

OLYMPIC



The Olympic tournament is an accurate simulation of the 1996 competition in Atlanta. See *The Olympic Enigma*.

Scroll through the group tables, highlight the team you wish to control and press C, B or A to select (your choice will be flagged on-screen). Using this method you can allocate team

control to Players 1-2 (1-4 with a compatible multi-tap adapter) or the computer.

If you wish to customize the tournament line-up, highlight Countries and press C, B or A.

COUNTRIES



Follow the on-screen prompts, move the Directional Pad UP/DOWN through the list of 33 available nations and press B to allocate four teams to each group.

When you have finished, highlight Start and press C, B or A to proceed.

TABLES

Before any Olympic match, the current status of each group in the tournament will be displayed, followed by the forthcoming round of fixtures. Select TABLES to return to the group status screen.



LEAGUE



Olympic Soccer also gives you the option to play a season in your own custom-built league of 3-16 teams.

Scroll through the default league of 16 teams, highlight the team(s) you wish to control (subject to the number of connected controllers) and press C, B or A to select (your choices(s)

will be flagged on-screen). If you wish to customize the league line-up, highlight Countries and press C, B or A. Now move the Directional Pad UP/DOWN through the list of 33 available nations and press C, B or A to choose 3 - 16 teams to compete in your league, or select Randomize to allocate 16 teams at random.

When you have finished, highlight Start and press C, B or A to continue.

EXHIBITION

Select two teams to play a friendly match. Scroll through the team entry list, highlight the team you wish to control and press C, B or A to select (your choice will be flagged on-screen). Now use the same method to choose your opponent. When you have finished, highlight Start and press C, B or A to continue.

LOAD

Move the Directional Pad UP/DOWN to highlight a previously saved game (if applicable) and press C, B or A to resume this game.

DEMO

Watch a computer-controlled demo.

SAVING YOUR GAME

To save your current game, select SAVE and press any button to enter the SAVE GAME menu. Now select whether you wish to save your game in INTERNAL or EXTERNAL memory by highlighting the relevant choice and pressing C, B or A. Now highlight SAVE IN NEW FILE, or an existing saved file which you wish to overwrite, and press C, B or A.

STARTING YOUR GAME



Before kick-off you will be presented with the Player Allocation screen.

Move the Directional Pad LEFT or RIGHT to assign each connected control pad to one of the available teams for the forthcoming match and then press START to go to kick-off.

Do not unplug or switch controllers when a game is in progress.

Note: If a team has not been allocated to a player during Player Select, it will be automatically computer-controlled.

OPTIONS

Olympic Soccer allows you to modify the game features using a series of 'Option Wheels'.



OPTION WHEELS

Option Wheels contain a selection of game settings which enable you to customize *Olympic Soccer* matchplay. Move the Directional Pad LEFT/RIGHT to cycle through the options on each Option Wheel and then press button C, B or A to toggle the variables (forwards: Y, A, or C; backwards: B). When you have modified every option on a wheel, move to the *Back* icon and press C, B or A to return to the previous screen.



Many Options Wheels include a *Random* option, represented by a dice icon, which will allocate this option randomly.



SOUND



COMMENTARY: On/Off



MUSIC: On/Off



SOUND FX: On/Off



TEST SAMPLE: 1/2/3



TEST TUNE: 1/2/3



RULES



DRAW RULE: If a match is drawn either play 30 minutes EXTRA-TIME, followed by a penalty shoot-out, if the scores are still level, or adopt the new SUDDEN DEATH rule, whereby the first team to score in extra-time, wins (within 90 minutes, otherwise a penalty shoot-out will decide the outcome).





OFFSIDE RULES: On/Off



GAME



GAME DURATION: 3 minutes, 5 mins, 10 mins, 20 mins, 45 mins or 90 mins.



CONTROL: Reconfigure controls



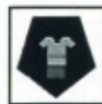
RESET OPTION: revert to default game options



GOAL REPLAY: View an automatic action replay of every goal scored



SCANNER: Radar display On/Off



TEAM ATTRIBUTES

You can make strategic changes to your team line-up and edit individual player characteristics. First select your team formation by moving the Directional Pad UP/DOWN through the preset options (eg. 4-4-2, 5-3-2, etc).



Now you can customize the characteristics of each player in your team. Move the Directional Pad RIGHT to highlight the desired player (as shown on the formation display) and then move the Directional Pad UP/DOWN to assign a preset 'player type' (eg. winger, chaser, etc) to that player, which will determine his role within the team and individual style of play.

Note: If you nominate a player to be a man-to-man marker, you can decide which of your opponent's players he will mark. Move the Directional Pad LEFT/RIGHT to highlight the desired player (as shown on the your opponent's formation display) and press C, B or A assign your marker's attention to this player throughout the forthcoming match.

When you have finished planning your team tactics move the Directional Pad LEFT/RIGHT until the ACCEPT CHANGES message appears and then press C, B or A to continue.



CONDITION



WIND STRENGTH: Strong, Breezy, Weak, None or Random



WIND DIRECTION: North, East, South, West or Random



DAMPNESS: Dry, Normal, Wet, Soggy, Frozen or Random



ROUGHNESS: Bumpy Slightly Bumpy, Flat or Random



STADIUM: Sanford, Citrus Bowl, Legion Field, Orange Bowl, RFK Memorial or Random

IN-GAME OPTIONS

Press START at any time during a match to freeze play and then press SELECT to access the in-game options.



SOUND FX: On/Off



COMMENTARY: On/Off



CAMERA VIEW: Position/Angle/Controller



POSITION: 20°, 35°, 40°, 55°, 70° or Top View



ANGLE: Sidelines, Goals or Corners



CONTROLLER: Loose 1, Loose 2, Fixed



PLAYER ATTRIBUTES EDITOR: Formations, Defensive Strategies, and Offensive Strategies



SUBSTITUTION: On/Off

Press C, B or A to requests Substitution and return to the match. The next time the ball goes out of play you will be given the opportunity to nominate which player you wish to replace (using up/down on the Directional Pad). Now press C, B or A to make the substitution.

Note: The computer automatically chooses the substitute on your bench most suited to the vacant position.



REPLAY: The Action Replay function operates like a VCR, with the added ability to change camera angles;

A: Rewind.

B: Play/Pause (hold for slow motion).

C: Fast Forward.

Directional Pad LEFT/RIGHT: Pan left/right

Directional Pad UP/DOWN: Move up/down.

Left Shift : Zoom in.

Right Shift: Zoom out.

Start: Resume play.



QUIT: Abandon match



BACK: Resume play.

FULL-TIME

At full-time the match statistics will be displayed and you will be given the opportunity to **Continue**, **Quit** or **Save** the game.

Note: After an Exhibition match you will be given the opportunity to replay the fixture.

CREDITS

PRODUCER	Tom Marx
UK PRODUCER	Mark Walden
QC MANAGER	Tom Marx
QC LEAD TESTER	Philp Gelber
QC TESTERS	Phillip Baker, Frank Horn Mike Schmitt, Brian Schorr
MANUAL	Lee Wilkinson
PRODUCT MANAGER	Gary Keith

SPECIAL THANKS TO Anamaria Hernandez, Gavin Cheshire, Adrian Bolton, and T-Mann.

THE NEXT LEVEL
HAS A DRESS CODE:

BIG DOG  **SPORTSWEAR.**

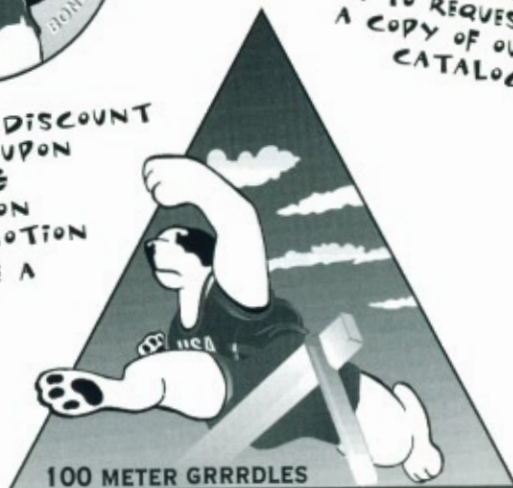
THIS COUPON IS WORTH 10%
OFF ANY OFFICIAL OLYMPIC
GAMES VOLLEY SHORTS BY
BIG DOG SPORTSWEAR.
THE GREATEST SPORT SHORT IN THE
WORLD FOR THE GREATEST SPORTING
EVENT IN THE WORLD!



TO RECEIVE YOUR DISCOUNT
PRESENT THIS COUPON
AT ANY BIG DOG
STORE OR MENTION
THIS SEGA PROMOTION
WHEN YOU PLACE A
**BIG DOG
CATALOG
ORDER!**



CALL 1-800-642-DOGS
FOR THE STORE NEAREST
YOU OR TO REQUEST
A COPY OF OUR
CATALOG.



100 METER GRRRDLES

COUPON NOT SPONSORED BY SEGA

Eidos Interactive, LIMITED WARRANTY

Eidos Interactive warrants to the original purchaser that this Eidos Interactive disk is free from defects in materials and workmanship for a period of ninety (90) days from the date of purchase. This Eidos Interactive disk is sold "as is" without expressed or implied warranty of any kind, and Eidos Interactive is not liable for any losses or damages of any kind resulting from use of this program. Eidos Interactive agrees for a period of ninety (90) days to either repair or replace, at its option, free of charge, any Eidos Interactive disk, postage paid, with proof of date of purchase, at its Factory Service Center.

This limited warranty is not applicable to normal wear and tear. This limited warranty shall not be applicable and shall be void if the defect in the Eidos Interactive disk has arisen through abuse, unreasonable use, mistreatment or neglect. This limited warranty is in lieu of all other warranties and no other representations or claims of any nature shall be binding on or obligate Eidos Interactive. Any implied warranties of merchantability and fitness for a particular purpose, are limited to the ninety (90) day period described above. In no event will Eidos Interactive be liable for any special, incidental, or consequential damages resulting from possession, use or malfunction of this disk.

Some states do not allow limitation as to how long an implied warranty lasts and/or exclusions or limitations or incidental or consequential damages so the above limitations and/or exclusions of liability may not apply to you. This warranty gives you specific rights, and you may also have other rights which vary from state to state.

Our **HELP** Line number is (415) 217-4111. Customer service is available Monday through Friday 9:00 am to 5:00 pm Pacific Time.

Patents: U.S. Nos. 5,371,792/4,442,486/4,454,594/4,462,076;
Europe No. 80244; Canada Nos. 1,183,276/1,082,351;
Hong Kong No. 88-4302; Germany No. 2,609,826;
Singapore No. 88-155; U.K. No. 1,535,999;
France No. 1,607,029; Japan No. 1,632,396